

CMFI Alternate Silhouettes Mod v2

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This mod replaces the standard vehicle and weapon silhouettes with many alternate versions, several of which contain game-play aides.

Here are all the various components which this mod covers: (all are optional.)



Compass - a replacement for the compass which is a viewpoint indicator, showing which way the camera is pointing. The grey oval is where the clock shows up.

Suppress - a replacement suppression meter, solid red bars instead of the colourful triangle. Also in red-green colourblind friendly blue version.

Special Equipment - replacement icons for the special equipment. 3 versions.

Access - replacement buttons for off-map artillery and air support.

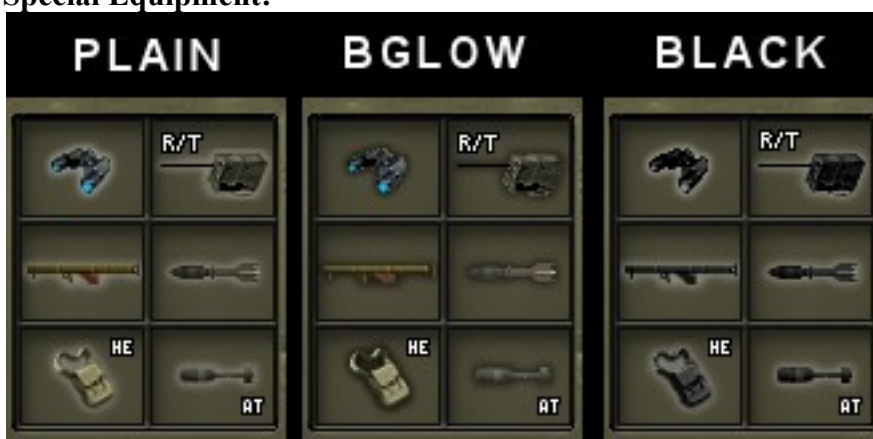
Defences - replacement icons for damage and resistance. Also in red-green colourblind friendly version. (Abbreviated RG for the rest of this document.)

Weapons - replacement weapon silhouettes. 15 versions.

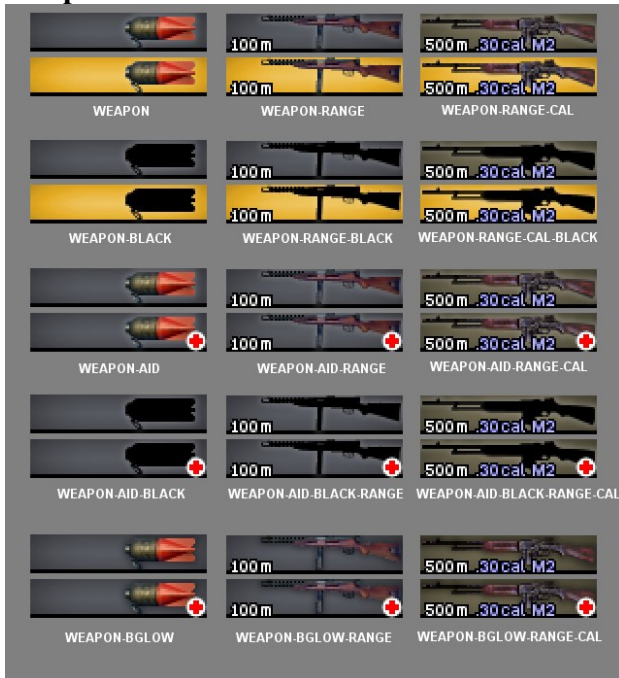
Silhouette - replacement vehicle / heavy weapon silhouettes. 16 versions.

The options compared:

Special Equipment:



Weapons:



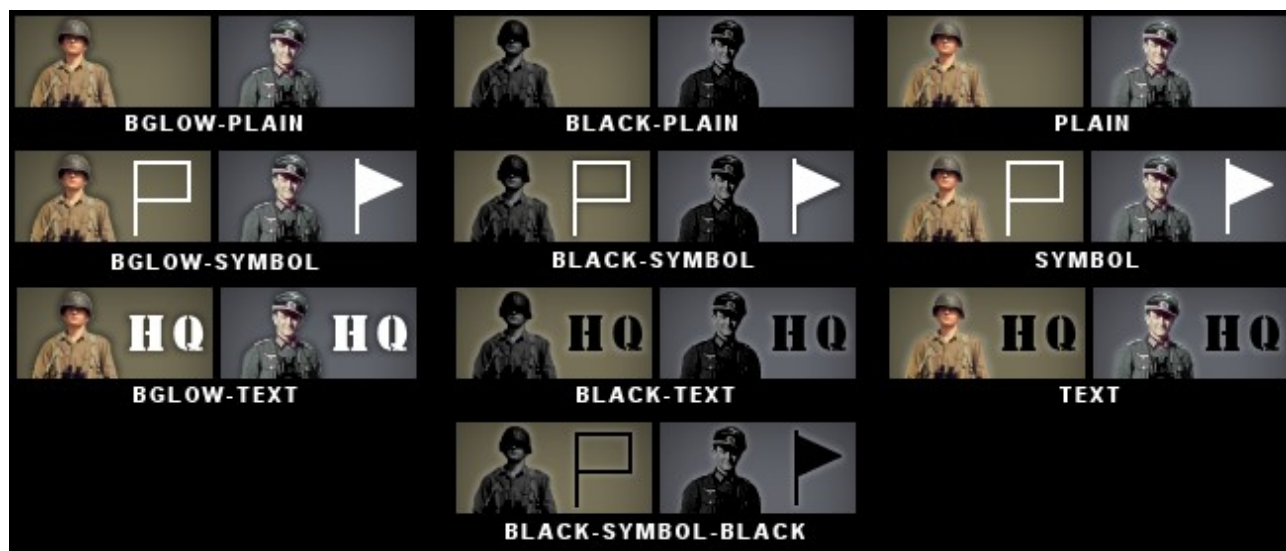
Silhouettes:



Plain-black not shown.

Bglows shown crossed out will hopefully come at a later date (subject to demand. If nobody asks, I won't bother.)

Within silhouettes is a further option: **HQ:**



UNIT VIEW: There are 3 versions of the unit view background, depending on whether you wish to use just the suppression meter, just the access buttons, or both. Available in RG versions also.



Installing the mod.

Please note: The textures in this mod have not been compressed into .brz files because it was becoming an enormous nuisance to me during testing and problem solving.

1) IF A PREVIOUS VERSION EXISTS, PLEASE DELETE IT FIRST.

Make a containing folder to hold the mod.

This can be in two places on a Windows machine.

Either:

My documents\Battlefront\Combat Mission\Fortress Italy\User Data\Mods

or:

(game install folder)\Data\Z

I personally prefer the \data\z folder, but both work. However for your own sake, try to ensure you use just one of these two options, or else you will be constantly left wondering why foreign mod items keep showing up in the game.

So anyway, make a folder eg; \data\z\zzmb-altsil

2) Having examined the comparison charts above and selected your options, unzip the appropriate items from weapons & silhouette into the folder you just made and copy in the hq and ui zip files.

3) Delete all hq folders except the one you want.

4) Delete all UI component folders you don't want.

5) In the weapon folder are 5 or 6 AT sub-folders. Delete the ones you don't want, leaving just one.